

LOCAL DATABASE GAMING SYSTEM TECHNIQUES

ABSTRACT OF THE DISCLOSURE

A gaming system (10) includes gaming machines (100, 102, 104, 106) arranged to receive input data and to generate output data. A central database (24) stores the input data and the output data. A data processing unit 40 includes a local database (46). Unit 40 polls the gaming machines to obtain the output data over a network (12), stores the output data in the local database, transmits the output data over the network to the central database and arranges the data in a format useable by report generating software, obtains the input data from the central database, and stores the input data in the local database for use by the gaming machines.